
Title: MYTHOLOGY

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THE MYTHOLOGY OF THE ZEALAN DEITIES

Throughout the ages our people have looked beyond themselves to find the answers to the many mysteries of life. Today we know that the Titans, masters of the four elements, control our destinies and direct the many forces that affect our lives. However, such was not always the case.

Our Zealan forebears know not of the power of the Titans. Instead they worshipped the common emotions. Not realizing that feelings are popular sensations experienced by all people, the Zealans elevated the three primary emotions -- love, hate, and apathy -- to the ranks of deities. The goddess of love they named Amoras, giving her the powers of nurturing happiness. To the one called Odion the Zealans attributed the emotions of hate and grief, giving him the role of warrior and protector. To stand between them, our ancestors assigned the role of arbiter and balance to Apathas, ruler of indifference.

Even older texts indicate that the Zealans initially believed in not three, but six such deities! In addition to the rulers of

love, hate, and apathy,
Felicitar controlled joy,
Doloras ruled grief, and
Timyra was the patron of
fear. Though
anthropomorphic in nature,
some of them had
animalistic features, such
as Doloras and his torax
head. Through time,
however, the Zealans
found it difficult and
inconvenient to pay
homage to so many gods
and goddesses, so they
elected to combine the
aspects into three.

A confusing aspect of
the Zealan gods serves
to display the fickle
nature of our ancestors'
beliefs. The Zealans
believed that, while the
deities ruled the emotions,
they were also subject
to them. The more
Zealans who experience a
particular feeling, the
stronger that deity's
power grew. Conversely,
discarded emotions,
however temporary, meant
a weakened deity, forcing
some to enter
near-catatonic states
until they gained enough
followers to re-emerge.
Thus, an improbable cycle
took place. As Odion
planted the seed of hate
within one of his
subjects, and as that
seed grew and took root
in other warriors, Odion
would become more
powerful, spreading the
hatred even further.
Though most Zealans
believed they had contact
with their gods through
their thoughts and
emotions, only the priests
and a select few were
allowed to speak directly
to them. The Zealans
constructed great
mountain-side temples

housing gaudy shrines to
the three or six patrons.
Several labyrinths were
excavated and filled with
deadly traps. Secret
passages were made for
the priests to enter,
while the few Zealans
who dared to seek an
audience with the gods
were forced to overcome
the foils of the dungeons.
Many died trying, few
succeeded.
Once before the Zealan
deities, the worshipper
still had to present one
of the ancient seals
before gaining permission
to speak. These seals
were round shields of
wrought metal, embossed
into a triad of sections,
one depicting a reddish
scimitar, another showing
an open palm displaying a
heart, and the third
revealing an image of
balanced scales. Having
passed through the test
of the great shrines and
offered the appropriate
icon, a Zealan follower
would then be allowed to
pray for a boon from
one or all of the gods.
Regardless of whether
the plea was heeded,
considerable sacrifices of
animals and valuables were
required. Rarely did these
acts lead to any benefit,
though some stories claim
that the legendary
Khumash-Gor first
conferred with his
patrons before he was
able to unify the warring
tribes.

There is much to be
learned from studying the
mythology of the past.
Although we know today
that the powers of the
Titans are -- unlike the
deities of our forbears
-- quite real, we can

learn much about the
violent and emotional
personalities of our
ancestors.